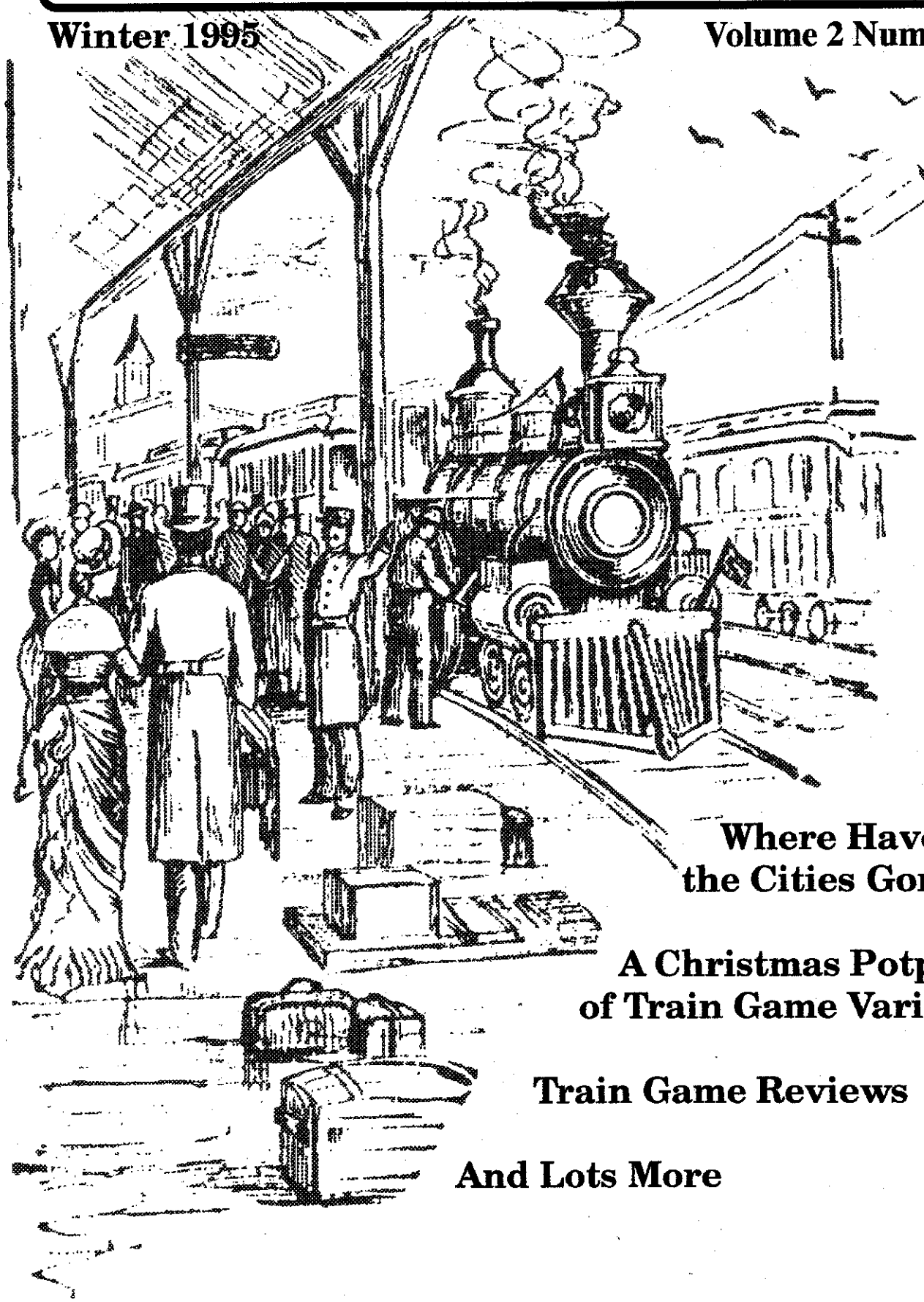
Train Gamers Gazette

A Train Gamers Association, Inc Newsletter

Winter 1995 Volume 2 Number 4



Where Have All the Cities Gone?

A Christmas Potpourri of Train Game Variants

Train Game Reviews

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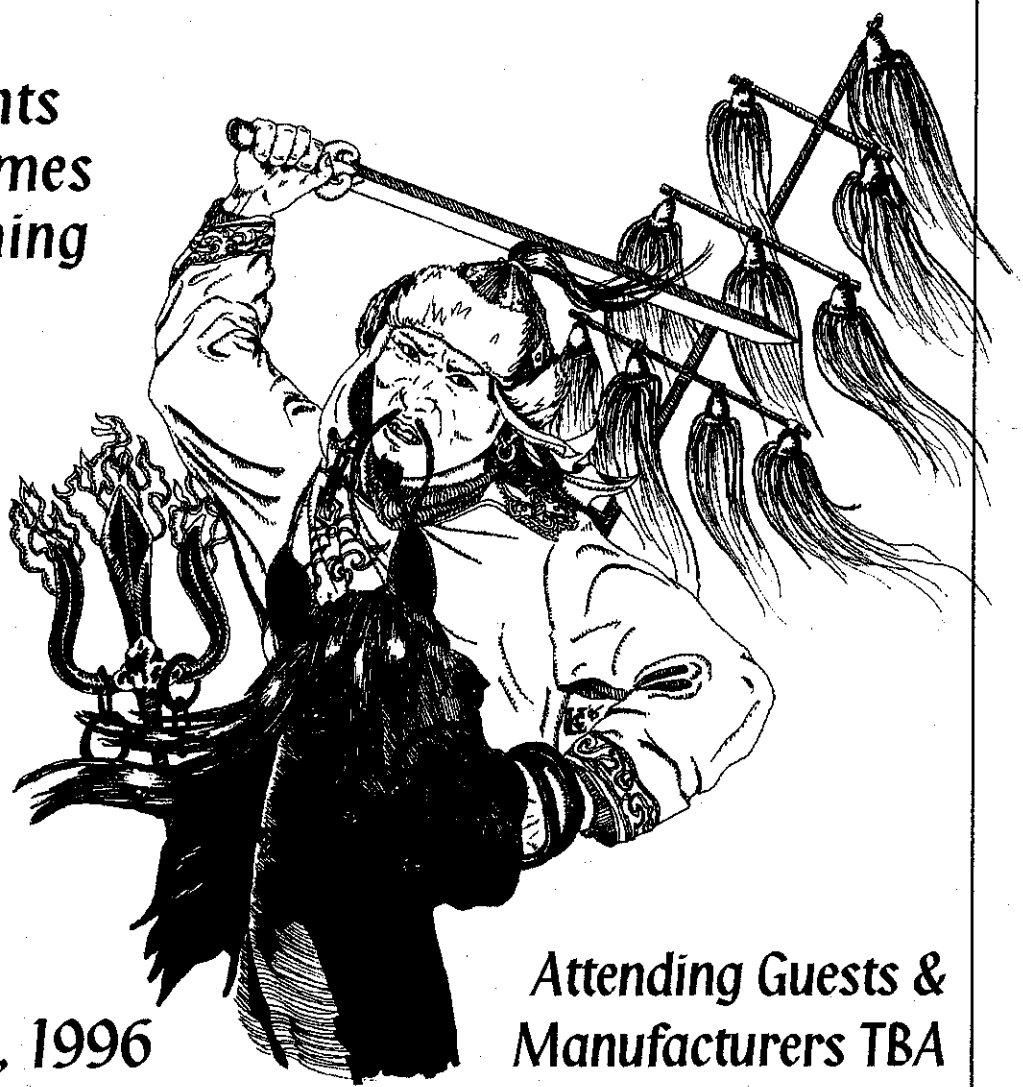

Red Lion Hotel
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Denver, CO
303-321-3333
February 15-18, 1996

Attending Guests & Manufacturers TBA

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Feature

page 4 **Where Have All the Cities Gone? 1829's City Tiles Revisited**
An in-depth look at the development of 18xx city tiles
by Colin Barnhorst

Game Insert/Variant

page 7 **A Christmas Potpourri**
An 1835 start package variant
by Todd Vander Pluym
The Sky Zone
by Bill Ingram
Eurorails Variant
by Ken Bachman and Jeff Jackson

Departments

page 2 **Letter from the Editor**

page 4 **Convention News**

page 11 **Train Game Reviews**

page 11 **Upcoming Releases**

page 12 **Tales from the New World**

page 16 **Puffing Billy Tournament® Results**

page 16 **TGA Member Rankings**

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back issues

The Train Gamers Association was organized to foster and promote train gaming on both the national and local levels. We boast of members from Australia, Canada, Italy and the U.S. with many train game designers and manufacturers participating in our organization. Membership benefits include a TGA t-shirt, access to the Train Gamers Directory, information about local TGA gaming clubs forming around the country, participation in the TGA Train Gamers Ranking System, news on Puffing Billy Tournaments®, reports on RailCon '95 (the only convention dedicated exclusively to train gaming), and a subscription to the Train Gamers Gazette. Each issue comes with at least one game variant/insert.

The following game inserts appeared in the past issues: Fall 1994: **1835 Minor Variant**; Winter 1994: **1880 Debt Variant**; Spring 1995: **Rails to the South Pole, Transatlantic Rails**; Summer 1995: **The Coalfields Variant**; Fall 1995: **Joint Venture Agreements**

Letter from the Editor

Dear Friends:

The holiday season has come upon us faster than I thought possible but in a very real sense, I've already had my Christmas.

Franco Vellani has confirmed that he and some friends will be attending RailCon `96. Mr. Vellani, the designer of several wonderful 18xx variants, will be our guest-of-honor and I know that he will make an exciting addition to the convention. He and I have opened a dialogue on his 18xx club in Italy and the tournaments he holds there. I hope to publish this information in a future issue of the TGG. I know that we are all curious about what our fellow train gamers in Europe are up to these days.

The number of renewals that the TGA is receiving this season is my second gift. While only a few renewals trickle in a day, they add up to a steadily increasing number. And a number of you have been kind enough to include notes or bits of info about railroading or train gaming in your area. I feel as if I have friends all over the world, now, and what a wonderful feeling it is, too!

The rail tour associated with RailCon is always my biggest nightmare--not because I dread the thing but because I feel as if I am on tenterhooks as people register. Who will register? When? Will we have enough people to make the tour viable? So, I want to thank all of you who have already sent in deposits or have written me to tell me you plan to. That's just one more little thing off my mind.

Three great gifts from you to me in this lovely season. I hope your Christmas goes as well as mine seems to be.

From me and all the folks on the board of the TGA:

Merry Christmas!

Heather Barnhorst

P.S. Buy those train prints by KC Lancaster (only $10 each) and help the TGA make enough to operate through next year!

Feature

Article

Where Have All the Cities Gone?

1829's City Tiles Revisited

by Colin Barnhorst

1829's city tiles differ in important ways from those in succeeding 18XX games. ***1829*** treats cities as functional parts of railroad systems while ***1830*** and its descendants treat cities only as revenue sources.

The Small Cities. These are those single and double-dot hexes that you invariably find in just the wrong places and try to work around in all the North American 18XX games. They tend to be a pain. In ***1829,*** they play a more important role.

Junctions. These are the double-dots. They accept yellow #1 tiles (two gentle curves with dashes) and #2 tiles (sharp curve and straight line with dashes). ***1829*** permits #1 and #2 tiles to upgrade to #14 and #15 green tiles (the familiar "K" and "X" tiles). However, ***1829's*** K and X tiles do not upgrade further. Analysis of the trackage that can lead into and out of these tiles suggests why.

K and X tiles represent junctions where two lines may enter from one side, meet and/or crossover, then continue beyond in their same general directions. These double-dots represent "places along the way to somewhere else." The K and X tiles serve as control points, having two tangent stations where the two companies passing through to other places may place "base markers" (station markers). They never grow beyond a value of 30 and so are not principal revenue sources.

Industrial Towns. Although it seems strange at first glance, single-dot cities can be more valuable than double-dot cities (one would think that two dots are better than one!). Single-dots accept yellow #3 tiles (sharp curve with dash) and #4 tiles (straight line with dash). #4 tiles, like #1 and #2 tiles accept only K and X green upgrades and upgrade no further. #4 tiles are therefore also "points along the way to somewhere else."
It's the #3 tiles that are handled very differently in ***1829*** than in the North American games. #3 tiles will accept K and X tiles and, if so upgraded, will upgrade no further. However, #3 tiles also accept #12 green tiles ("E" tiles, not available in other games). These promote to russet #38s and grey #51s, with values of 40 and 50 respectively. This is the same promotion path as for open-circle cities!

E tiles have track on three adjacent sides. They are not at all suitable for through routes. E tiles represent places where three lines meet and terminate. They are the "places where railroads are going." The other end of a line that terminates at an E tile is often a major city such as London or Birmingham. Es are the early manufacturing centers seeking markets for their goods. One characteristic of E tiles is that, as they upgrade through russets to greys, they tend to be surrounded by complex track forming "rotaries" of flyovers (#45 and #46 russets, etc.). Because these cities are destinations, as opposed to control points, E tiles provide only a single station. E tiles are designed to be exploited by a single company in the early stages of the game.

The Large Towns. These are the hexes with one open circle (the twin open circle cities are discussed under "terminals"). In most 18XX games, a large circle or major city is the only place to be. In ***1829***, open circles and major cities are only some of the places to be. ***1829*** provides both the #12 ("E") green tiles mentioned already and the #13 ("Y") green tiles to upgrade these towns. Like E tiles, Y tiles provide only one station.

Market Towns. The single, open circles on the ***1829*** map represent regional centers that grew to substantial cities over time. These hexes accept #5 (sharp curve with open circle) and #6 (gentle curve with open circle) tiles. Both tiles can upgrade to junctions (K and X greens), but, if

convention news

Following is a listing of sanctioned Puffing Billy Tournaments taking place in future months.

SunQuest '96
January 5-7, 1996
Sheraton Plaza Hotel at the Florida Mall
Orlando, FL
Info: SunQuest Partners
P.O. Box 677069
Orlando, FL 32867-7969
PB Conductors: Darwin and Peter Bromley

Round Con 1996
February 2-4, 1996
Holiday Inn NE
Columbia, SC
Info: Neal Wilhite
1-800-695-9473
PB Conductor: Trella Wilhite

Winter War XXIII
February 2-4, 1996
Chancellor Hotel
Champaign, IL
Info: Donald McKinney
986 Pomona Drive
Champaign, IL 61821
Phone: 217-351-9194

Genghis Con XVII
February 1995
Red Lion Hotel Denver
Denver, CO
Info: DGA
P.O. Box 440058
Aurora, CO 80044
303-665-7062
PB Conductor: Heather Barnhorst

continued on page 5

so upgraded, upgrade no further. Open circles are more useful if upgraded to industrial towns (E and Y greens), since these tiles upgrade to #38 russets and #51 greys. While E tiles serve as upgrades for both single dots and single open circles, Y tiles only upgrade open circles.

The choice of green upgrades can win or lose the game in ***1829***. A railroad which controls E and Y tiles will ultimately control the #51s. It is better to patiently plan how a railroad will serve a region than to immediately push for through routes. In general, through routes only become practical with the russets, along with the trains which can exploit such routes.

Terminals. ***1829***, like many of its descendants, has hexes with two open circles. These hexes are yellow and players may not lay yellow tiles on them. During the period represented in the game by phase one, companies were growing in different regions and did not connect. The railroad map consisted of disjointed segments. The railroads built towards each other and entered cities from different directions. Instead of connecting at these cities, companies built large terminals and ended their tracks. Travelers continuing beyond a company's terminal had to use local transportation to get across town from one company's terminal to another's. This period of the growth of terminals is represented in ***1829*** by phase two. This also was a period when companies sometimes used different gauges of track and could not easily interconnect (nor did they want to).

The cities which were these companies' ends-of-line are represented by #10 green tiles. These are similar to the more familiar (to North Americans) #59 ("00") tiles. #10s have track entering at opposites sides (180 degrees). #59s have track entering at oblique angles (120 degrees). #59 tiles encourage through routes better than #10s, as can be seen by their respective russet upgrades. The much longer distances American railroads had to cover encouraged American companies to establish through routes more aggressively than companies in England. During the period represented by phase three (russets), these companies began pushing on through the large cities into competitors' territories beyond. They still did not connect at the larger cities. Only in phase four can these cities have "union stations" in the form of #51 tiles, representing a time when intra-urban tracks finally connected the different terminals.

1830 and its descendants.

1830. Small cities do not upgrade in ***1830.*** Whatever the design constraints of 1830 in order for it to achieve its "robber baron" theme, ***1830's*** approach to small cities can only be described as draconian. ***1830*** also reverses the upgrade paths for open circles and uses K and X tiles as general purpose upgrades. Way points and endpoints are all the same. An ambivalence in handling the small cities and the omnibus use of K and X tiles has plagued North American designers since. Now, few players considers dots as anything but "dinks" to build around as soon as possible. #57

yellow tiles (straight with open circle) appeared in ***1830.*** Yellow open circle tiles in ***1829*** are potential destination tiles. A #57 tile could have only become a junction tile in ***1829***, since it cannot upgrade to a green destination tile (E or Y green) as do ***1829's*** other open circle yellows. At the very most, a #57 would have been a redundant way to a K or X.

#58 yellow tiles (gentle curve with dash) also first appear in ***1830.*** In the ***1829*** scheme, a #58 would have upgraded to a K, X, or Y. But Y tiles were reserved in ***1829's*** tile scheme for upgrading destination cities, not junctions. The upgrade rules for tiles in ***1829*** are meant to be inherent in the tiles and therefore intuitive. #58 would have confused things. ***1829*** does not encourage an interchangeability between junctions and destinations until the russets, while ***1830*** would have done so in the greens had the concept survived. #58 tiles do serve to promote through routes early, but players hate having to use them since they do not upgrade. Few players willingly include in their routes dashes valued at 10 until late in the game (when they have access to diesels). That reverses the ***1829*** philosophy of dealing with dots in phases one and two and building on the result throughout the game. Additionally, while these tiles appear designed to upgrade into junctions, without such upgrades, they are reduced to "dinks on the way to Chicago." Clearly, any distinction between city tile functions are irrelevant in ***1830***. Economic growth is the only measure of an ***1830*** city tile's function. All open circles are future junctions which make money. This is perfectly acceptable in ***1830*** because of the game's theme. It is a severe and cutthroat game and can only be played that way. It is the classic of the genre because of its simplicity. The problem is that ***1830***, not ***1829***, became the standard for 18XX game design in North America.

1856. 1856 makes a valiant effort to revive player interest in small cities by permitting their upgrading to open circle cities or "paving" them out of existence late in the game. This is not a return to a differentiation of function, but a treatment of small cities as "removable dinks." Having only K and X tiles results in the same economics as ***1830***, although the ability to upgrade dots is a great improvement.

1870. 1870 treats small cities as dots throughout the game by providing green and russet dot upgrades which increase the value of dots from 10 to 20 and restores their functionality as junctions. Players still prefer to bypass them, especially since they provide no stations with which to control the junctions. K and X tiles remain the only upgrade paths to #63 and #170 russet tiles (***1870's*** version of 1829's #38's). Kansas City and St. Louis have grey upgrades which are reached by way of normal yellow, green, and russet tiles and are reminiscent of ***1829's*** #51s. ***1870*** does not have "00" tiles, correctly placing the period covered by the game in the era of through routes.

1832. This delightful 18XX game by Bill Dixon has been purchased by Mayfair Games and is sched-

convention news

continued from page 4

Total Confusion X
February 22-25, 1996
Marlboro, MA
Info: Total Confusion
P.O. Box 604
N. Oxford, MA 01537
508-987-5244

M&H Ironrail
May 17-19, 1996
Schenectady, NY
Info: Carl Burger
c/o Studio Bridge & Games
1639 Eastern Parkway
Schenectady, NY 12309
518-346-3773
Puffing Billy Conductor: Carl Burger
The first "Ironman" Puffing Billy Tournament. Also includes a straight Puffing Billy Tournament schedule

Twin Con 1996
May 25-27, 1996
Thunderbird Hotel & Convention Center
2201 E 78th St
Bloomington, MN

Origins 96
July 4th Weekend
Columbus, OH
Info: Andon Unlimited
Puffing Billy Conductors:
Heather Barnhorst
Kris Marquardt
and others

continued on page 6

convention news

continued from page 5

Gen Con
Game Faire 1996
August 1996
MECCA Convention Center
Milwaukee, WI
Info: Gen Con
Puffing Billy Conductors:
Elaine Wordelmann
and others

RailCon '96
August 22-25, 1996
Eden Resort and
Conference Center
Lancaster, PA
Info: TGA
P.O. Box 461072
Aurora, CO 80046-1072
303-680-7824
tgatrains@aol.com
Puffing Billy Conductors:
Heather Barnhorst and
other TGA members

Remember: If you would like to run a Puffing Billy Tournament, you must contact the TGA first to have your PBT sanctioned. Advanced warning will also allow us to help publicize your tournament.

If you are an organizer of a convention which would like to host a Puffing Billy Tournament, please contact the TGA. We would like to help you find a Puffing Billy Conductor and to set your tournament up.

uled for 1996 publication. ***1832*** permits four of the small single dot cities to upgrade to open circles. While similar to ***1856*** in this respect, the four dots are specific and upgrade much earlier. While this is better than in other games, it reveals the designer's view that the issue is economic. Again, only Ks and Xs are available as an upgrade path.

So What's Been Lost?

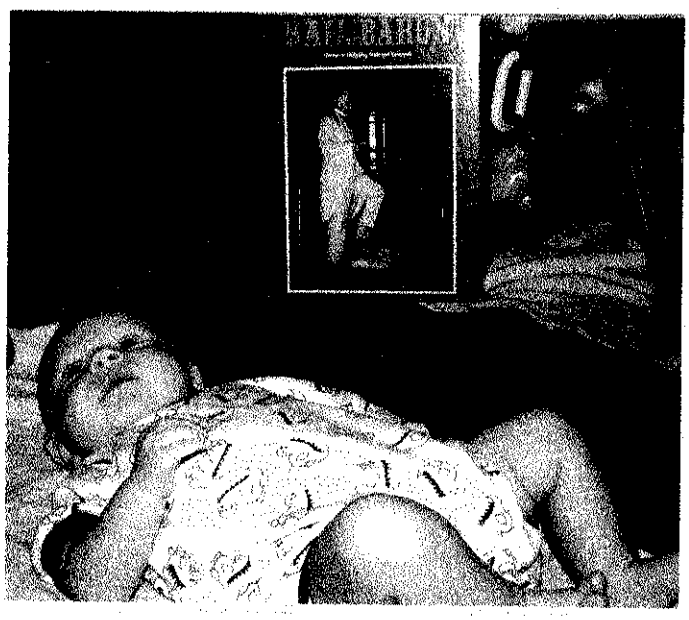
Possibly, the best interpretation of single dots, double dots, and open circles is that they are primarily map symbols and not indicators of size. The elimination of green destination city tiles (the Es and Ys) leaves only the Ks and Xs (green junction city tiles) as upgrade paths.

The treatment of all cities as junctions misses the flavor of railroads in the 1830s and early 1840s. These railroads established cheap transportation between existing producing and consuming cities. The railroad's ability not only to find markets but also to create them did not appear until after this. This was not a period of through routes, but the North American variants have blurred this.

More importantly, the clarity of purpose in ***1829's*** tile scheme is lost in the North American games. As long as K and X tiles are the only green upgrade tiles for cities, there will be no way for designers to utilize both open circles and dots and still feel satisfied with the result. No one seems to feel that a single or double dot should be permitted to upgrade to as large a city as an open circle (or as soon), but tiles are not available to adequately differentiate the two classes.

They were at one time.

As has been noted before, Colin Barnhorst is a train gamer of two decades and has watched the growth of 18xx variants over that time. He stands in a unique position to comment on the evolution of 1830 and its descendants and would like to invite other gamers to reply to his thoughts on their development.



Cameron Cross, son of TGA member, Rod Cross

World's Youngest Train Gamer. Photo courtesy of Rod Cross who resides with his wife and son in Eugene, Oregon.

Game Variant

The Sky Zone

by Bill Ingram

The Sky Zone is a fantasy Empire Builder Variant add-on that can be utilised with any Empire Builder style game. It adds a bit of whimsy to any of these games. What is the Sky Zone? It is a fantasy land laid out on the clouds. This fantasy land moves across the board and it's location is determined by the top card of the discard pile.

Editor's Note: I have had a chance to play this variant several times. It works especially well with Australian Rails.

Here's how to use the Sky Zone:

1. Follow directions on the map for determining connecting cities to Topper, Central City, and Barrel Bottom. Be aware that these connecting cities will change as the top card of the discard pile changes.

2. The Sky Zone adds one major city to the game, increasing the connection requirements in any Empire Builder style game by one major city. The extra city need not be a Sky Zone major city.

3. As in Iron Dragon when a player moves into the Underground, movement between the Sky Zone and the main board costs one movement point.

4. There are "missing" mileposts in the Sky Zone. A player may not build across the missing mileposts.

5. When a player turns in his entire hand, that player must determine which card will be on top before he draws new cards. The same goes for open contracts: the player must determine the last card turned in to be the one used as the connector to the Sky Zone.

Bill Ingram is a TGA member and the Web Administrator of The Railroad Games page. You can find this way cool page at:
http://www.its.bldrdoc.gov/~bing/mayfair.html

1835 Start Packet Variant

by Todd Vander Pluym

Use this start packet variant for a more interesting start to 1835.

1. The starting prices are indicated on the attached sheet. The prices will never be less than what is indicated.

2. Players in normal start order select which certificate to bid on as in the normal game. Players can bid the face amount or more, but the bid must end in 5 or 0 marks. There are no pass and raise situations.

3. If all players pass on a row before the entire start packet is sold an operation round will commence. All purchased certificates will be paid or will operate in normal fashion. The Bayerische Public Company will operate if the president's certificate has been purchased.

4. All minor and Bayerische treasury funds are issued in the normal way.

5. If a player does not have enough funds to bid or

select a certificate, he must pass.

6. A player's funds in the first round are public information.

7. All other rules in the standard 1835 games apply.

Todd Vander Pluym is a TGA member and one of the most feared 18xx players in the country. He would like to see this start packet variant used in all Puffing Billy Tournaments and at RailCon. The TGA is open to this suggestion and would like your feedback on this issue.

Eurorails Variant: A two player game

By Ken Bachman and Jeff Jackson

This variant is intended to be a longer and more complicated Eurorails game. It was designed for and playtested as a two player game, but we see now reason why it should not work as a multi-player game as well.

VERY SLOW START: Each player starts with a 6 speed, 2 load train. This loco can upgrade to 7/2, 8/2, 9/2 and cost $10M ECU each, then upgrades are as in the normal game.

EXTRA VICTORY CONDITIONS: The game is played to $400M or more, and a player's track must connect ALL major cities. In addition, a player must have completed runs involving a delivery or pickup to or from EACH of the following areas:

- Western Spain (Porto, Lisboa or Sevilla)
- Southern Italy (Roma or Napoli)
- Southern Yugoslavia (Sarajevo or Beograd)
- Upper Scandinavia (Goteborg, Oslo, or Stockholm)
- Ireland (Belfast, Dublin, or Cork)

BOOM OR BUST: Insert two Freight train cards into the deck. Whenever one of these is drawn, all players are immediately upgraded or downgraded to a basic Freight train. If a player is carrying three loads when these cards are drawn, he must immediately lose one load of his choice.

CIRCUS COMPULSION: Play with the circus as normal with the following modification. Insert two SuperFreight train cards into the deck. Why one is drawn, the drawing player must run the NEXT circus card (card number divisible by 10) as a circus run. The player cannot toss his cards until the compulsory circus run is complete. The drawing player cannot win the game until he has fulfilled the compulsion.

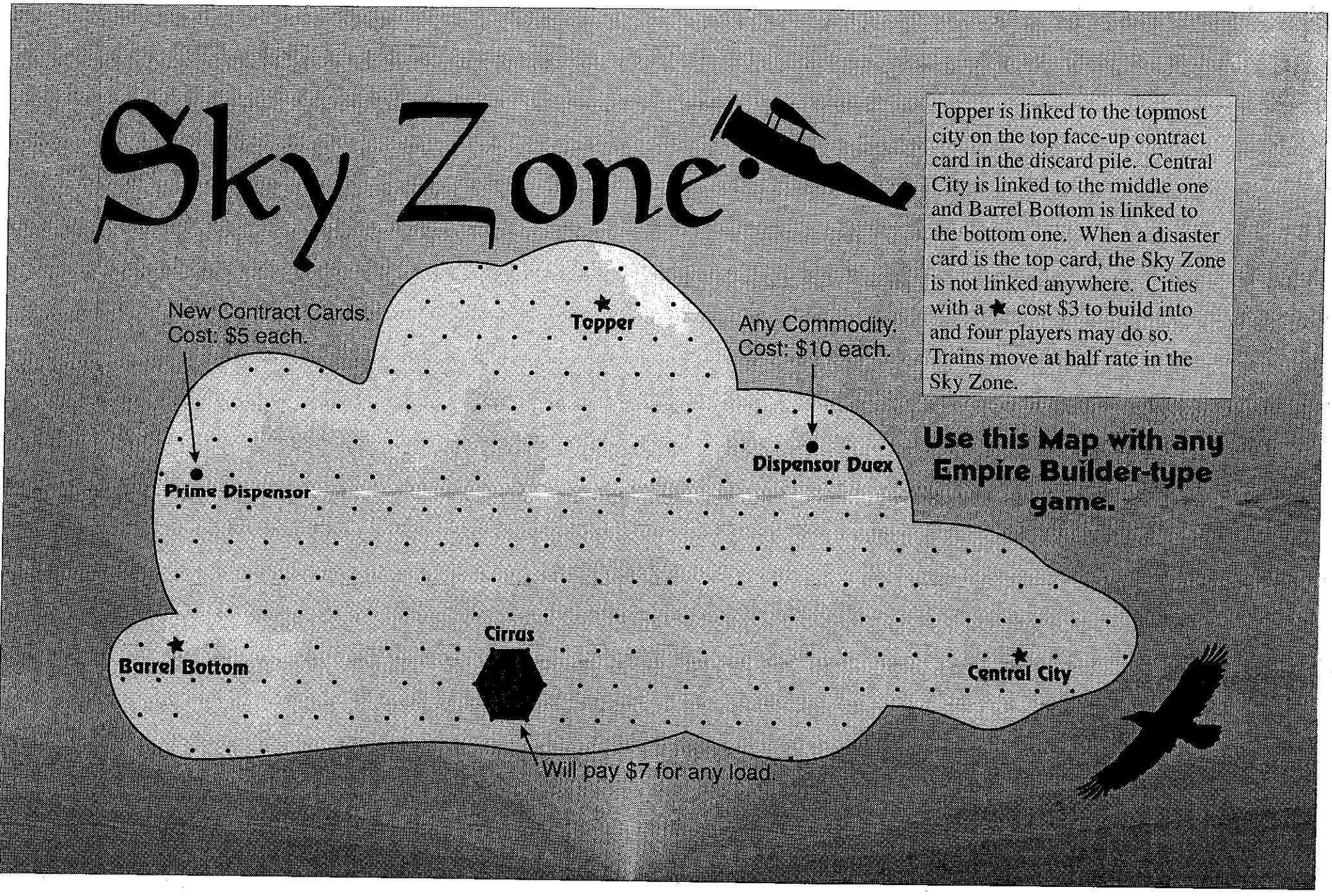
MORE FLOODS: Number four blank cards to represent additional flood events:

1. Ebro, Duero, Tajo, and Guadalquivir
2. Rhone, Po, Tevere, Sava, Garonne
3. Wista, Oder, Elbe, Meuse
4. Seine, Thames, Severn, Trent/Ouse

Note: These floods are not realistic but they do add excitement. They can be made more geographically correct if desired by modifying existing flood events to be more extensive (Rhine + Meuse, Donau + Sava, Loire + Seine and Garonne) and eliminating those additions from the new floods.

Ken and Jeff are both TGA members who have been quite active on the Puffing Billy Tournament circuit. Both attended RailCon 95. We appreciate their entry into the train game variant for two players because we know that there are a lot of lonely train gamers out there who can't find more than one or two other train gamers to play with.

Sky Zone

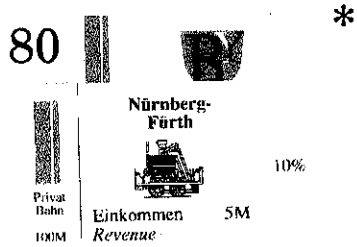


Topper is linked to the topmost city on the top face-up contract card in the discard pile. Central City is linked to the middle one and Barrel Bottom is linked to the bottom one. When a disaster card is the top card, the Sky Zone is not linked anywhere. Cities with a ★ cost $3 to build into and four players may do so. Trains move at half rate in the Sky Zone.

Use this Map with any Empire Builder-type game.

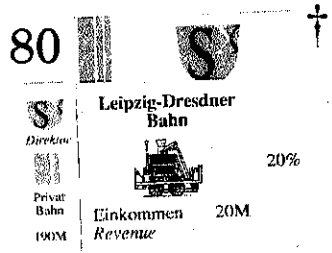
1835 Share Start Packet

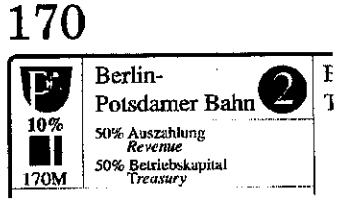
First Row



Denotes One Bayerische share without price Below

Second Row





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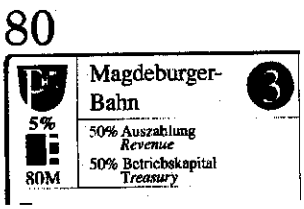
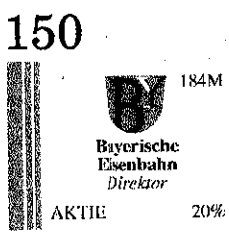
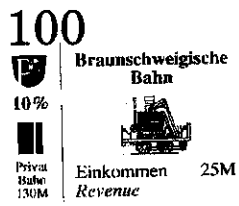
Third Row







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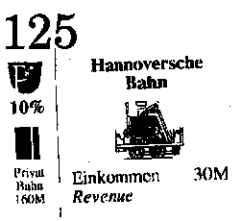
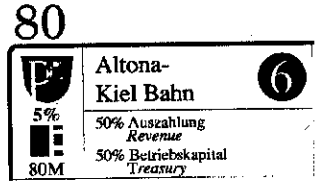
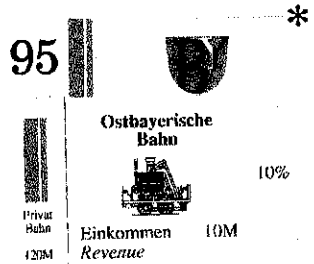
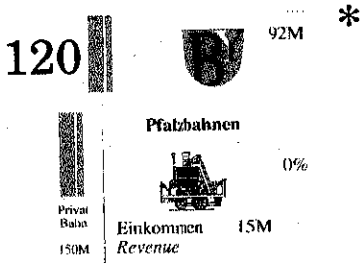








1870: A Review

by Kristopher Marquardt

Publisher: Mayfair Games, Inc
Designer: Bill Dixon
Price: $44.95

1870, Mayfair Games's latest offering in the 18xx series which started with **1829**, is a Bill Dixon design that features some 18xx game system innovations and a few twists on concepts that Mr. Dixon introduced in **1856.**

These innovations include *Share Price Protections, Share Redemption, Share Reissue,* half dividends, a new set of trains, and connection runs. In addition to these, there is the feature on the stock market known as "the ledge." More on these later

When you open the box, you will find a number of high quality components. The board and stock market chart are mounted on heavy cardboard with full color graphics. The mapboard is large with 150 playable hexes; only **1853** is larger. The map runs from Mobile, Alabama in the southeast to Austin, Texas in the southwest, and from Springfield, Illinois in the northeast to somewhere deep in the heart of Kansas in the northwest. There exist four off-board connections for Denver, Chicago, the Southeast, and the Southwest which are located at the corners of the board. The counters for the station markers are mounted on triple thick stock and the trains, charters, stock certificates, and track tiles are also well mounted. All in all this game should be able to take all the gaming you can dish out. In the box, you will also find the same plastic tray used in **1856** to keep components organized.

My complaint is for that missing component found on the **1856** stock chart--the par value calculation chart--which made calculating how much money would buy how many shares much easier for the mathematically deficient. Yes, I know that is what calculators are for but I have to nitpick about something!

continued on page 12

upcoming releases

Silverton by Mayfair Games, Inc. Available in early 1996.

Silverton is known to train gamers who played the out-of-print 2 Wolf Games version. Mayfair has now acquired the rights and is reissuing the game. While touching none of the essential rules, Mayfair is providing the game with a "new look." The most noticeable change will be in the mapboard which has been converted to a "crayon game" style for easier play and to keep costs down. A more pleasant surprise is the care that Mayfair is taking with the art work for this game; the company commissioned KC Lancaster to do the artwork which is quite wonderful.

1832 by Bill Dixon. Published by Mayfair Games. Release date sometime in 1996.

The latest 18xx variant from the clever mind of Bill Dixon. We have heard good things about it and can't wait for its release.

1825 by Francis Tresham. Published by Hartland Trefoil, Ltd. Imported by Mayfair Games, Inc.

Soon, we hope.

continued from page 11

The rulebook is in a a large, easy-to-read format and features a full color version of the mapboard on the back. Graphically, it is well laid out but suffers slightly for its organization.

Now for the innovations. Share Price Protection is my favorite. What this concept means is if someone sells stock in the company that you own the director share for you may buy it at current value. You must buy all the shares that were sold and you must have enough cash in hand to do it. Additionally, you must have room for it within the stock certificate limits. You may esceed the 60% stock rule in this way. The stock does not fall in price when you utilise Share Price Protection. If you later sell your own stock, you must sell all the shares in excess of the 60% limit.

Share Redemption allows a stock company to buy its own stock. The company may buy one share per stock round and may buy it from a player or from the open market. It may later reissue these shares, making those shares a second issue.

Tired of withholding dividends and watching your company's stock plummet? This next twist is for you--half dividends. This feature allows the company to pay half the run value in dividends and hold the other half in the treasury. The best part is your stock doesn't move backwards but stays where it it instead. Great for those times when you are ten dollars short for a station.

Another feature is the "ledge" on the stock market. It breaks the right part of the board into two pieces, a top story and a bottom story. Basically, two or more pieces of stock in a company must be sold to slip it under the line. The stock cannot move above the line until the end of the stock chart is reached or it is able to rise when its have all sold out.

The final new feature is the train set. Like all the other 18xx variants, it has trains from the 2s through the 6s. After the 6s, it changes. Instead of Diesels (unlimited stops), it goes on to 8s, 10s, and 12s. 8s still remove the 4s but 12s now remove the 5s.

The final twist is the connection run. When a railroad reaches its destination and is able to legally run a train to it, it may make its connection run. All companies check for connection runs after each company concludes its turn. The connection run is a bonus run utilizing all the company's trains. The only stipulation is that one train must run from the home station to the destination. The company is allowed to place a free station on the destination but may instead decline this option and use it for another $100 station instead. If it declines to place the destination token then it forfeits the connection run. A company may pay out or withhold the value of its connection run. If it pays, the stock token moves up and if it withholds the stock, the token does not move. When placedas a destination marker, it doubles the value of the city. A company may never token out of its destination as the destination tokens do not count as a regular station. This one takes some getting used to.

I like **1870** a lot because it has many innovative features that make it fun and fast. How fast? My group plays it in 4-5 hours. This is partially because the game allows you to lay two yellow tiles per turn or make one upgrade. This feature developsk the board fairly quickly. **1870** has become my favorite in the 18xx venue and I give it my highest rating. It's a bargain at any price!

Kris Marquardt is a member of the TGA board and a train gamer of many years. He has written game reviews for the TGG in past issues.

Game Reviews

Freight Train: A Review

By Edward Kazzimir

Publisher: White Wind, Inc.
Designer: Alan R. Moon
Price: $39.00

Freight Train is a card game played by two to five players who meld trains by switching cars placed in freight yards. The game, packaged in a regular bookcase box, includes: 1 main freight yard, 5 players switching yards, 176 freight car cards, 35 locomotive cards, 1 trains leave card (the night card), 1 small wooden player-turn engine, 60 plastic chips (money), and 1 rule book printed in both English and German.

Let me begin by saying that this game is not "just another version" of Mayfair Games, Inc.'s ***Express*** (also a train melding game). There are several differences that make both games distinct entities. First, in Freight Train, cards are played only on the table--there are no player hands. Second, there is no team play which is an option in Express. Third, there are no disaster, caboose, or maintenance cards in Freight Card. And fourth, no passenger trains exist in ***Freight Train*** (note the title of the game!). In addition, a game of ***Express*** ends when a player reaches a certain total, but in Freight Train the game lasts three rounds or "days." The freight cars form a deck and the "trains leave" card, which signals the end of a round, is placed randomly in the bottom part of the deck in such a way that the subsequent second and third rounds will *probably* become progressively longer. The round ends when the "trains leave" card is turned over. Money is then awarded to players based on who owns the longest and second longest train for each type of freight. The richest player after three days is the winner.

The rules and play are short and simple. During set up, players lay out their initial locomotives (5 to 7 depending on the number of players); the main freight yard of five tracks is filled with 25 freight cards; each player lays out his switch yard and places 12 freight cars in it. During one's turn, a player may perform *one* of the following tasks: 1) move three cars from the freight yard into his switch yard or directly onto the locomotives to meld trains; 2) move up to four cars from his switch yard to his melded trains; 3) redistribute cars within his switch yard for the cost of $1 (pretending to switch is the only way to pass, but it still costs money); or 4) call up on additional locomotive (on days one and two only). Before taking any of these actions, a player may optionally refill one of the five sidings in the main yard using freight cards from the deck if at least two main sidings are empty. It many not always be to your advantage to refill these tracks just because they may be empty!

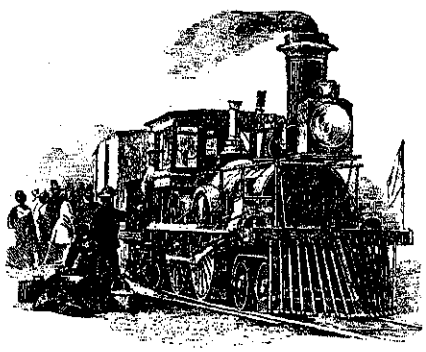
For each locomotive, a player makes a train composed of just one type of freight car. Each of his trains must be of a different type of freight except for one mixed train which is allowed in the rules. Freight cars left in the player's switching yard at the end of first round bring the player additional money but, by the end of the third round, cost the player money.

One interesting aspect of the game is the method in which rounds are conducted. Play for each round proceeds clockwise with the player starting the round holding the player-turn engine. When play again reaches the player holding this engine, the player does not take a turn. Instead, he passes the engine to the player to this left who then starts the next turn. Thus, a player starting a turn will play last the following turn. This aspect can be of great consequence. For example, in a

the manifest

Some of you may have noticed little slips of paper in your packet this time round. We have just switched over our Puffing Billy Tournament rankings and points recordkeeping to a new system. We have printed out each member's lifetime points and the points that apply toward RailCon `96 (points accrued since RailCon `95). Please peruse these points carefully and contact the TGA if you think any of them may be in error.

Here's a nice little helpful hint to use with Empire Builder style games. You know what a mess it always is when having to remove lines washed out by flood cards? With this tip from Randy Pletzer, you'll never have that problem, again. Just pack a few q tips in your game box and use them to erase lines. Neat, easy, and no mess!



game of three players (designated A,B and C) the rounds would be played like so: Turn 1) A,B,C; Turn 2) B,C,A; Turn 3) C,A,B; Turn 4) In the same order as Turn 1; and so forth (This method of play is similar to that of Santa Fe.). Here lies much of the strategy of the game. However, a player I taught the gameto and who had an instant winning knack claims the strategy is in how one manages one's switching yard, especially since the "trains leave" card can come up *after* you have had your turn for the last turn of the day. An optional rule is not to use the player engine and to proceed turns in a normal clockwise fashion. A game should last about an hour.

The pieces are attractive and well-done, as is White Wind's other excellent train game, Santa Fe. The cards measure a mere 2 1/2 x 1 3/4 inches in size. Each of the eleven types of cars consists of a different color, but two of the three greens used are too similar for my taste. The locomotives use a single diesel design while the main freight yard is composed of durable hardboard (17 x 12 inches). However, a glossy paper--pretty but hardly as durable as the freight yard--composes the five player switch yards. The switch yards are the only reason I cannot rate this game the highest possible score in durability.

As in its sister game, ***Santa Fe***, ***Freight Train*** is published in a limited edition of 1200 numbered copies. The price is $39 (shipping is $6 in the USA for the first game and $1 for each additional game. In comparison to most other games, the price may seem a bit steep for the amount of product one is buying, but a fine train game of fine quality is something I always have to recommend.

Be one of 1200 lucky owners. Have fun switching!

Ratings on a scale of one (poor) to five (excellent):

Playability:	* * * * *
Durability:	* * * * (why not hardboard switch yards?)
Appearance:	* * * * * (but watch those greens)
Value:	* * * * * (put in hardboard switch yards and we could be talking five stars)

Edward Kazzimir is a train gamer from Missouri and a long-standing Train Gamers Association member who partook of the Colorado Rail Tour and RailCon `95.

A Tour of Historic Railroads of Pennsylvania and Maryland
August 18-21, 1996

The Train Gamers Association, Inc. is pleased to sponsor a railroad tour filled with exciting train sites. This tour has been designed to minimize the amount of time spent on the tour bus and maximize the time spent touring attractions with major railroad appeal.

Sunday, August 18th
While visiting the Black River & Western RR in Ringoes, NJ, ride a steam powered train to Flemington and return over a former Pennsylvania RR branch. It's a 14 mile round trip after which you can look through equipment on display and peruse the gift shop. In the afternoon, ride the Wilmington & Western Railroad in Greenbank, DE to Mt Cuba and back.

Monday, August 19th
Today you visit the Steamtown National Historic Site in Scranton, PA, a world class railroad museum and shops complex. Ride a steam powered train to Moscow and back in a 27 mile round trip. Spend the day watching steam switching in yards, tour shops and view over 100 pieces of equipment on display.

Tuesday, August 20th
Ride a steam powered train on theWestern Maryland Scenic Railway to Frostburg, MD over former Western Maryland main line up some of the steepest grades east of the Mississippi. Lunch on your own in Frostburg could include dining at the Frostburg depot.

Wednesday, August 21st
Spend all day in Strasburg Railroad complex. Unlimited rides on Strasburg Railroad, tour active steam locomotives, visit the Railroad Museum of Pennsylvania, visit the Choo Choo Barn and the TCA Museum, check out the Red Caboose Motel. Dinner will be on the Strasburg Dinner car.

All evenings will be spent at the Eden Resort Center where a room has been set aside for train gaming.

Tour will include handout maps, rail magazines, and historic information. A trip narrative enroute on the bus will be presented by Joe and Fran Minnich and will include history of the area and its railroads. An approximate cost of $600-$700 per person, includes three nights lodging double occupancy, some lunch meals and dinner meals, tips, baggage, beverages and snacks. Register for RailCon `96 at the same time and receive your convention membership free!

Trip Cost: $600-$700

Registrations must be received no later than February 15, 1996. At that time, a $100 refundable deposit is due. Final payment of the remaining cost will be due no later than June 15, 1996.

Name:_____ **TGA #**_____

Address:_____

City/State/Zip:_____

Phone:_____ **e-mail:**_____

_____ *Please register me for the 1996 Historic Railroad Tour. I am enclosing my $100 refundable check as a deposit.*

_____ *I have also registered for RailCon `96. I understand that by doing so, I receive my convention membership absolutely free.*

_____ *I am interested in the one day excursion package to the Strasburg Railroad on Wednesday, August 21st.*

Please make your refundable check payable to TGA, Inc.

tga rankings

Following is a listing of train gamers who have received points for winning or placing highly in FBTs around the country. The first number indicates their lifetime points and the second number indicates how many points they have accrued for this year (starting with RailCon 95).

	Lifetime	YTD
Anthony Carver	30	7
George Tertysznyj	27	3
Edward Hewlett	25	1
Dave Lionett	19	6
Jeff Jackson	15	6
Eric Verheiden	13	2
Gordon Waddington	12	4
Bernard Norton	11	0
Donna Balkan	10	0
Chuck Finger	8	4
Mike Massullo	8	0
John Puddifoot	9	1
Matt Godlewski	7	7
Ron Kessler	7	7
Thomas Viltroy	6	3
Terry Smolek	5	0
Dean Washburn	5	5
Trella Wilhite	5	2
Ken Bachman	3	0
Carl Burger	3	3
Rod Cross	3	0
Kristopher Marquardt	3	3
Chris Acreman	2	2
Leigh Hyde	2	2
Mark Kauppila	2	0
Bill Short	2	0
Wayne Williams	2	1
Charlie Johns	1	1
David Mitton	1	1
Bill Peeck	1	0
Nathan Wagner	1	0
Jeremy Vipperman	1	0
Donald Bingle*	0	6
Alasdair Burton*	0	5
Carol Ann Burton*	0	4
Todd Godlinski*	0	6
Judy Lo*	0	1
Steve Robinson	0	1
Arvin Van Zante*	0	4

* Denotes train gamers who are not TGA members

Puffing Billy Tournament Results

MichiCon Gamefest 95

June 30th-July 2, 1995
Warren, MI
Number of Participants:
Between 41-60
Puffing Billy Conductor:
Ed Hewlett

Puffing Billy Champion:
Ed Hewlett--3 pts
Anthony Carver--2 pts
Steve Robinson--1 pt

Gateway 95

September 1-4, 1995
L.A. Area
Number of Participants:
Between 21-40
Puffing Billy Conductors:
Jay Tummelson, Thomas Safer

Puffing Billy Champion:
Eric Verheiden (9.393)--2 pts
Steve Allen (7.926)--1 pt

AndCon 95

October 26-29, 1995
Columbus, Ohio
Number of Participants: 37
Puffing Billy Conductors:
Darwin Bromely, Peter Bromley, Jay Tummelson, Trella Wilhite

Puffing Billy Champion:
George Tertysznyj (12.748)--2 pts
Ed Hewlett (12.6)--1 pt

U-Con

Number of Participants: 21
Puffing Billy Conductor:
Trella Wilhite

Puffing Billy Champion:
Trella Wilhite (11.515)--2 pts
Judy Lo (10.822)--1 pt

Adventure GameFest 95

November 4-6, 1995
Portland, OR
Number of Participants: Less than 20
Puffing Billy Conductor:
Robert Buchanan

Puffing Billy Champion:
John Puddifoot (14.51)--1 pt

Conquest 1995

November 9-11, 1995
Vancouver, BC
Number of Participants: Less than 20
Puffing Billy Conductor:
John Puddifoot

Puffing Billy Champion:
Mark McFadyen (12.102) -- 1 pt

Albuquerque Game Fair 1995

December 1-3, 1995
Albuquerque, NM
Number of Participants:
Less than 20

Puffing Billy Champion:
Charlie Johns (7.97)--1pt

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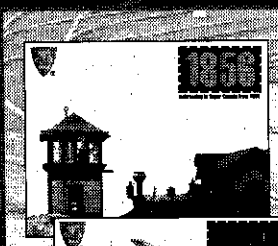

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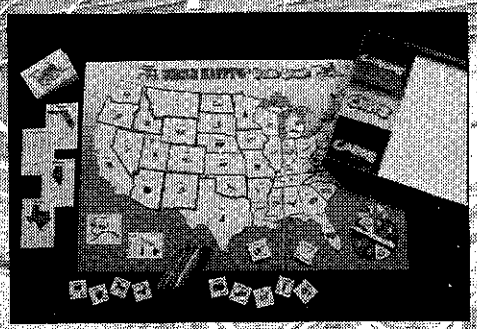

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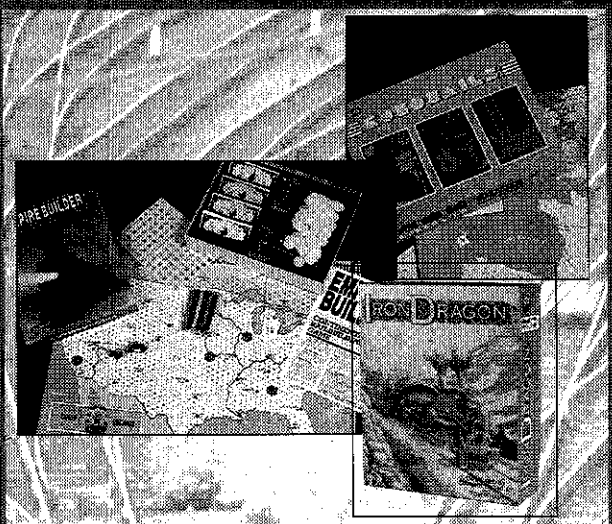

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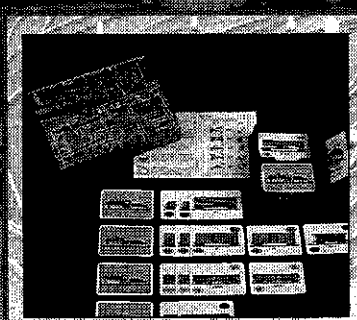

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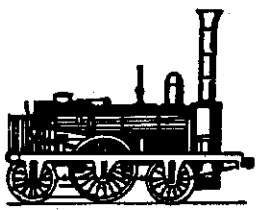

Der Adler. 1835

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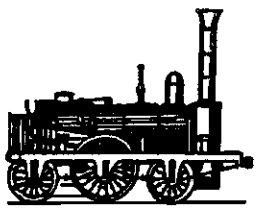

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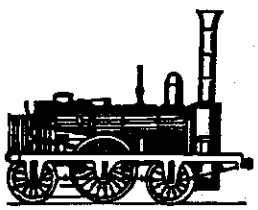

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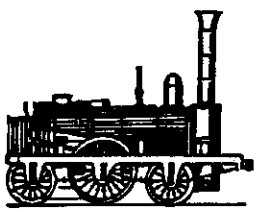

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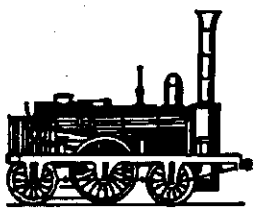

Der Adler. 1835

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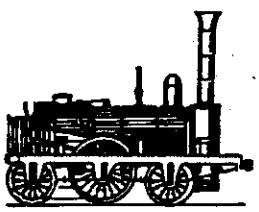


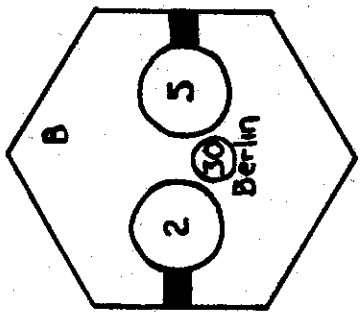
Der Adler. 1835

7 8 9 10 11 12 13 14 15

Errata: 1835 Minor Variant

Page GI-3, Section 5.0 STARTING A MAJOR COMPANY, paragraph 6

One of the Major Company's tokens is placed on the stock market chart. The Preussische Eisenbahn stock value begins at 100M. All others begin at their normal 1835 stock values.

The Berlin Tile is reprinted below.

If you would like copies of the new minor company treasury cards send a self-addressed stamp envelope (Postage is .52), and we will forward them to you. Let us know how you liked this variant and send us your own.